The Home Version of the Centuri Arcade Game

PLEIADES

LIMITED

"Commander, we have confirmation of another invasion from the Pleiades cluster. They're getting bolder, this time it seems their target is the Earth colonies. We have them on the scope, Sir - Darters, Crawlers, Phoenix dropships and.. something.. much bigger than we've encountered before!
Your fighter is prepped and ready for launch, good luck, Sir!"

Getting Started

With your TV turned on, insert the Pleiades cartridge into your Atari 2600 as explained in your user manual, and then turn on your console. The Pleiades title screen will appear.

Press RESET or the joystick fire button to start. Press SELECT to choose a game mode (as indicated by the number at the top left of your screen).

Game 1 plays all waves in story order, giving an extra ship on completion of each full cycle. Games 2,3 & 4 allow you to play each wave exclusively, rewarding an extra ship on completion of each screen.

The LEFT DIFFICULTY switch in position A plays a normal game, while position B lets you practice with an infinite amount of craft at your disposal.

The Color/B&W switch can be used to pause (B&W) and unpause (Color) the game.

Gameplay

Pleiades features 3 distinct game scenarios, though the control is the same for each:
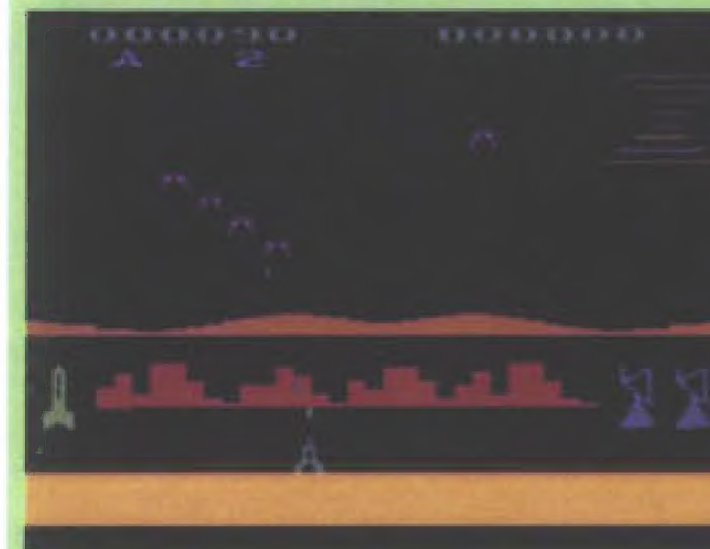Joystick left and right move the craft while the fire button fires your laser cannon.

Your remaining craft (lives) are shown at the bottom left of the screen. When all are exhausted the game ends and your high score is displayed at the top right.

Wave 1: INVASION

"Here they come, Sir. We've seen this attack formation before - an initial assault of Darter vessels and Crawler drones who will try to set up a perimeter shield. Forget tactics here, Sir - just KILL EVERYTHING!
Try to hold them off while we get our people to safety!"

Darter ships work in formations of eight. Crawlers appear sporadically, spinning a shield across the screen. They can fire through the shield, but it's going to take you a couple of shots to penetrate it!

Score:
Darters – 30 points (rising on later waves)
Crawlers – 50 points
Level clear – 200 points

Wave 2: MOTHERSHIP ASSAULT

"Wave clear. Thanks, Commander. Now let's take it to them!
Yeah, as we thought - they're holding up the rear with Phoenix dropships and..wait.........what is that?!? Commander, we strongly advise you DON'T take that on, your fighter's cannons weren't designed to take on shielding of that magnitude. What?.. are you crazy?? Well, I guess it MUST have a weak spot somewhere! - you're on your own, Sir!"

Try to knock out the mothership's command module. The ship is spinning so it only comes round every few seconds. One well placed shot through an open exhaust vent should be enough to take it down. Watch the Phoenix ships, you'll have to hit them square on the center fuselage to drop them.

Score:
Phoenix Dropships – 30 points
Destruction of mothership – 200 points

Wave 3: LANDING

"You did it! You actually did it! Well done, Sir. Now get down here, more invaders are on the way and we need to fix all that damage you've done to our best ship!
You're cleared to land, watch out though, we have a lot of debris down here.
Your autopilot is offline, you'll have to guide it in manually."

Guide the ship to the docking point at the top of the screen. Don't stray from the runway area and don't hit anything!

Score:
200 points and an extra ship on landing. One flag is worth 50 points, the other just 30.

About Pleaides

Pleiades (also known as Pleiads) started out as a coin-op by Centuri, kind of an unofficial sequel to Phoenix. The game was converted for home release on the ill-fated Emerson Arcadia and, following the system's demise, was also programmed for the Atari 2600. This version was never released...until now.